

Goud Dyemaker

Female Half-Orc Summoner 1, Taldor faction - CR 1/2
 True Neutral Humanoid (Human, Orc); Deity: **Gorum**; Age: **19**; Height: **6'**; Weight: **201lb.**; Eyes: **Brown**; Hair: **Black**

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	<input type="text" value="14"/>	<input type="text" value="+2"/>	<input type="text"/>
DEX <small>DEXTERITY</small>	<input type="text" value="14"/>	<input type="text" value="+2"/>	<input type="text"/>
CON <small>CONSTITUTION</small>	<input type="text" value="14"/>	<input type="text" value="+2"/>	<input type="text"/>
INT <small>INTELLIGENCE</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text"/>
WIS <small>WISDOM</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text"/>
CHA <small>CHARISMA</small>	<input type="text" value="16"/>	<input type="text" value="+3"/>	<input type="text"/>

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+2 =	<input type="text"/>	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
REFLEX <small>(DEXTERITY)</small>	+2 =	<input type="text"/>	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
WILL <small>(WISDOM)</small>	+2 =	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	<input type="text" value="+4"/>	<input type="text"/>	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<input type="text" value="12"/>	<input type="text" value="14"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CM Bonus	BAB	Strength	Size	Misc
+2 =	<input type="text" value="-"/>	<input type="text" value="+2"/>	<input type="text" value="-"/>	<input type="text" value="-"/>

CM Defense	BAB	Strength	Dexterity	Size
14 = 10	<input type="text" value="-"/>	<input type="text" value="+2"/>	<input type="text" value="+2"/>	<input type="text" value="-"/>

Base Attack	<input type="text" value="+0"/>	HP	<input type="text" value="10"/>
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Initiative	<input type="text" value="+2"/>	Damage / Current HP
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Speed	<input type="text" value="30 ft"/>
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Light crossbow

Ranged: **+0, 1d8** Crit: 19-20/x2
 Ranged, Both Hands: **+2, 1d8** Rng: 80'
 2-Hand, P

Sawtooth sabre

Mainhand: **+2, 1d8+2** Crit: 19-20/x2
 Both Hands: **+2, 1d8+3** 1-Hand, S

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
 Spell Fail: 20%, Light

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (3)	1	
Climb	+0	STR (2)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (2)	-	
Fly	+0	DEX (2)	-	
Handle Animal	+9	CHA (3)	1	
Heal	+0	WIS (0)	-	
Intimidate	+10	CHA (3)	1	
Perception	+0	WIS (0)	-	
Ride	+0	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+0	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	+0	STR (2)	-	

Feats, Traits & Flaws

Allied Spellcaster
 Armor Proficiency (Light)
 Brute (APG)
 Fashionable (Bluff)
 Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
 Eidolon Link (Ex)
 Life Link (Su)
 Share Spells with Eidolon (Ex)

Spell-Like Abilities

Summon Monster I (6/day) (Sp)

Gear

Total Weight Carried: 33.12/175lbs, Light Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Bronze Amulet	1 lb
Crossbow bolts x10	0.1 lbs
Lamellar (leather) armor	25 lbs
Light crossbow	4 lbs
Money	0.12 lbs
Pathfinder's kit <In: Dropped to ground (1 @ 22 lbs)>	22 lbs
Sawtooth sabre	2 lbs
Traveller's outfit (Free)	-

Tracked Resources

Crossbow bolts

Languages

Common

Orc

Spells & Powers

Summoner Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +4)

Melee Touch +2 Ranged Touch +2

Maximum Summoner spells known / per day: **4/*x0; 2/2x1**

Summoner 0: Acid Splash, Resistance, Detect Magic, Guidance

Summoner 1: Enlarge Person (DC 14), Snowball (DC 14)

Companions

Eidolon, Quadraped - CL1 - CR 1

STR **14** (+2), DEX **14** (+2), CON **13** (+1), INT **7** (-2), WIS **10** (0), CHA **11** (0); Fortitude **+3**, Reflex **+4**, Will **+0**

HP: 6/6; Init: +2; Speed: 40 feet

Attack Bonus: +1; Armor Class: 14 / 12 Tch / 12 Fl

Bluff **+4**, Perception **+4**, Sense Motive **+4**, Stealth **+6**

Bite (Bite) **Melee +3, 1d6+2, x2**

Claw x2 (Claws) **Melee +3 x2, 1d6+2, x2**

Special: Darkvision (60 feet), Pounce (Ex), Precise Strike

Background

Goud worked as a bodyguard for an aristocrat who happened to be of the few female crime lords in Taldor. Gruff and intimidating, she rose to the aristocrat's inner circle until authorities took action against the group. Now on the run, she and her 'companion' take odd jobs that require her type of muscle; the type that the Pathfinder Society seems to attract. (Amulet Acquisition: When authorities arrested her mistress, Goud was able to escape with a few trinkets that she could quickly grab. Later she discovered the bronze amulet in her cache.)

Experience & Wealth

Experience Points: **0/3**

Current Cash: **6 GP**

Taldor: **Fame: 0, PP: 0**